

Figure 1

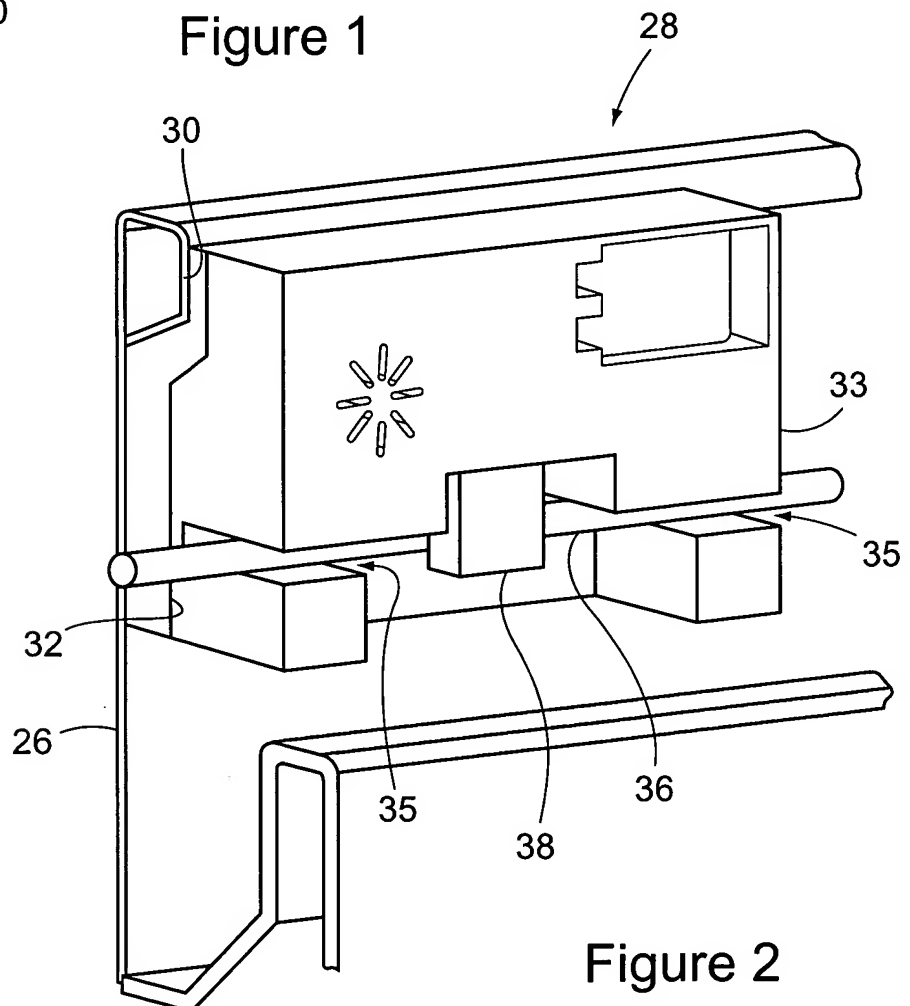


Figure 2

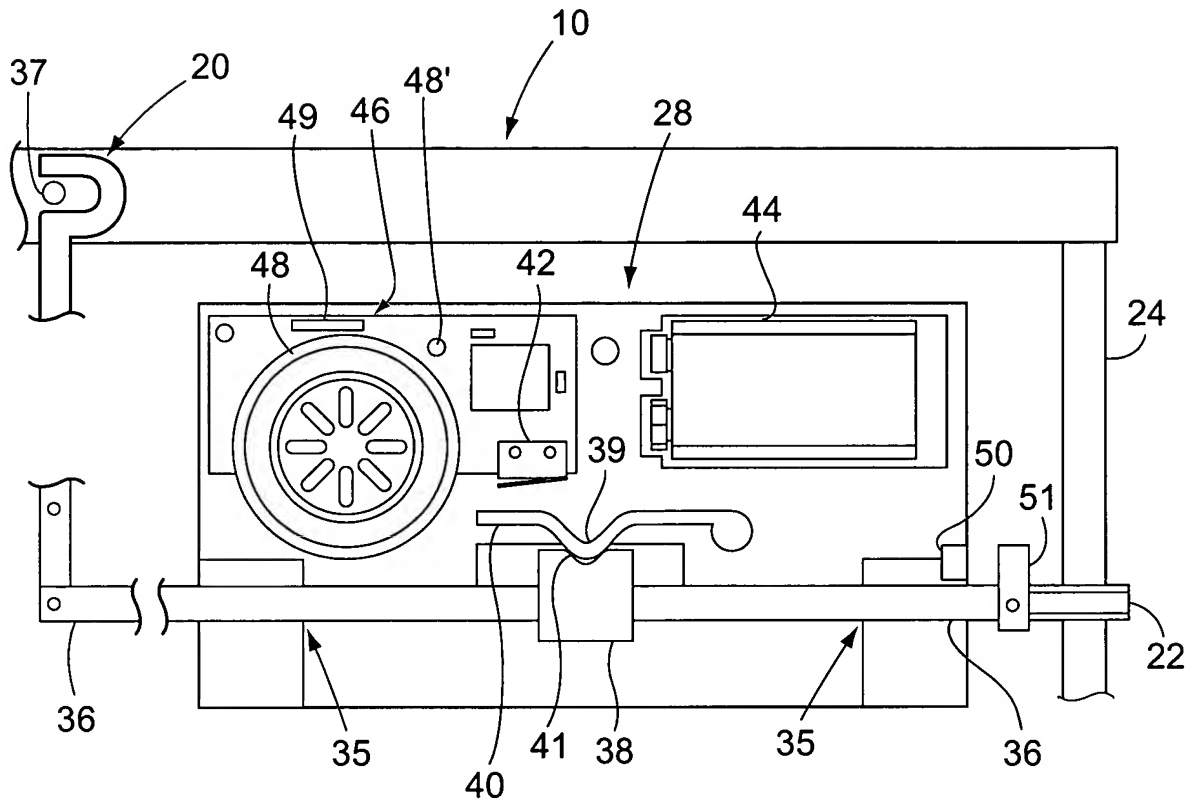


Figure 3

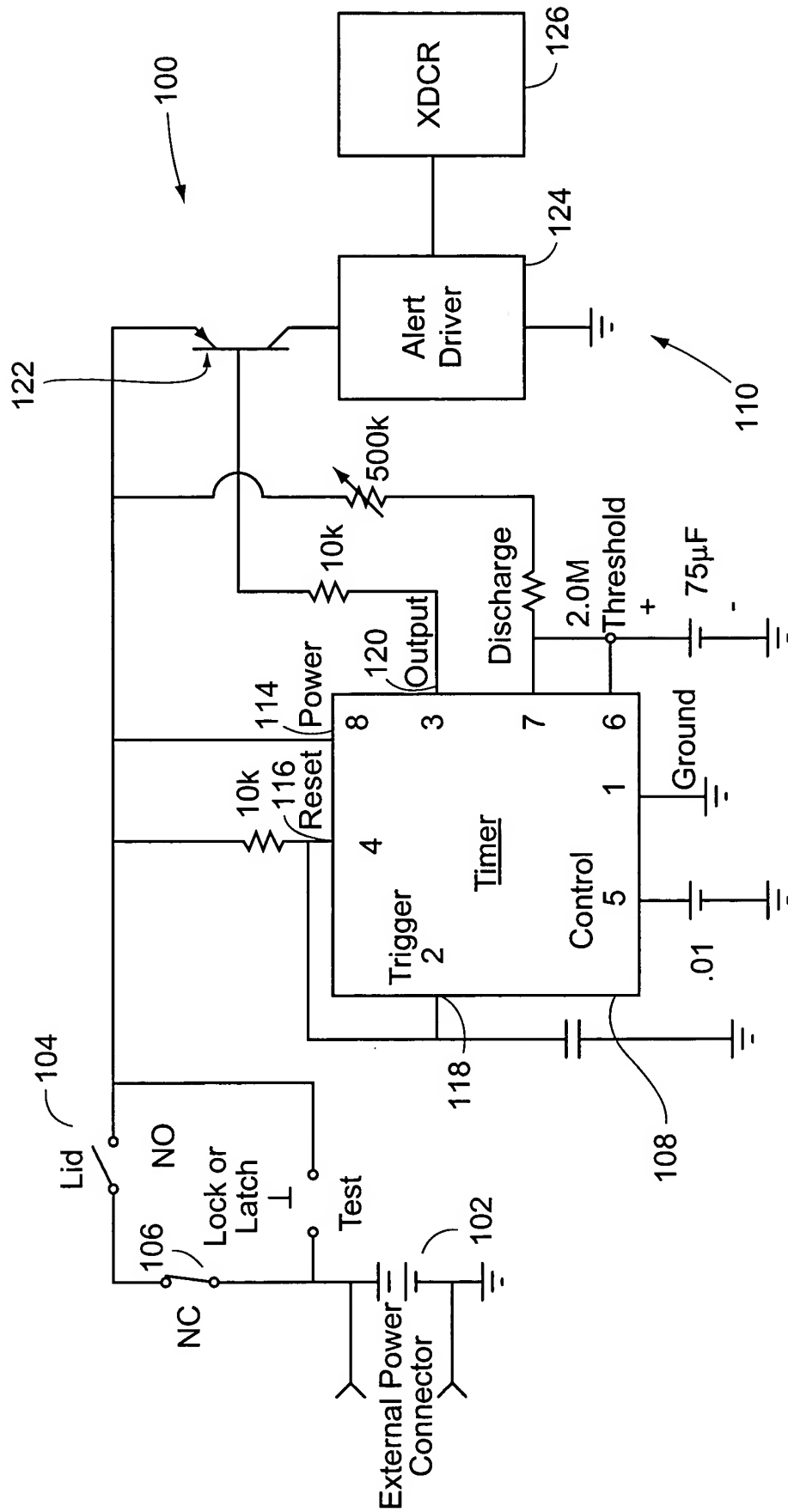
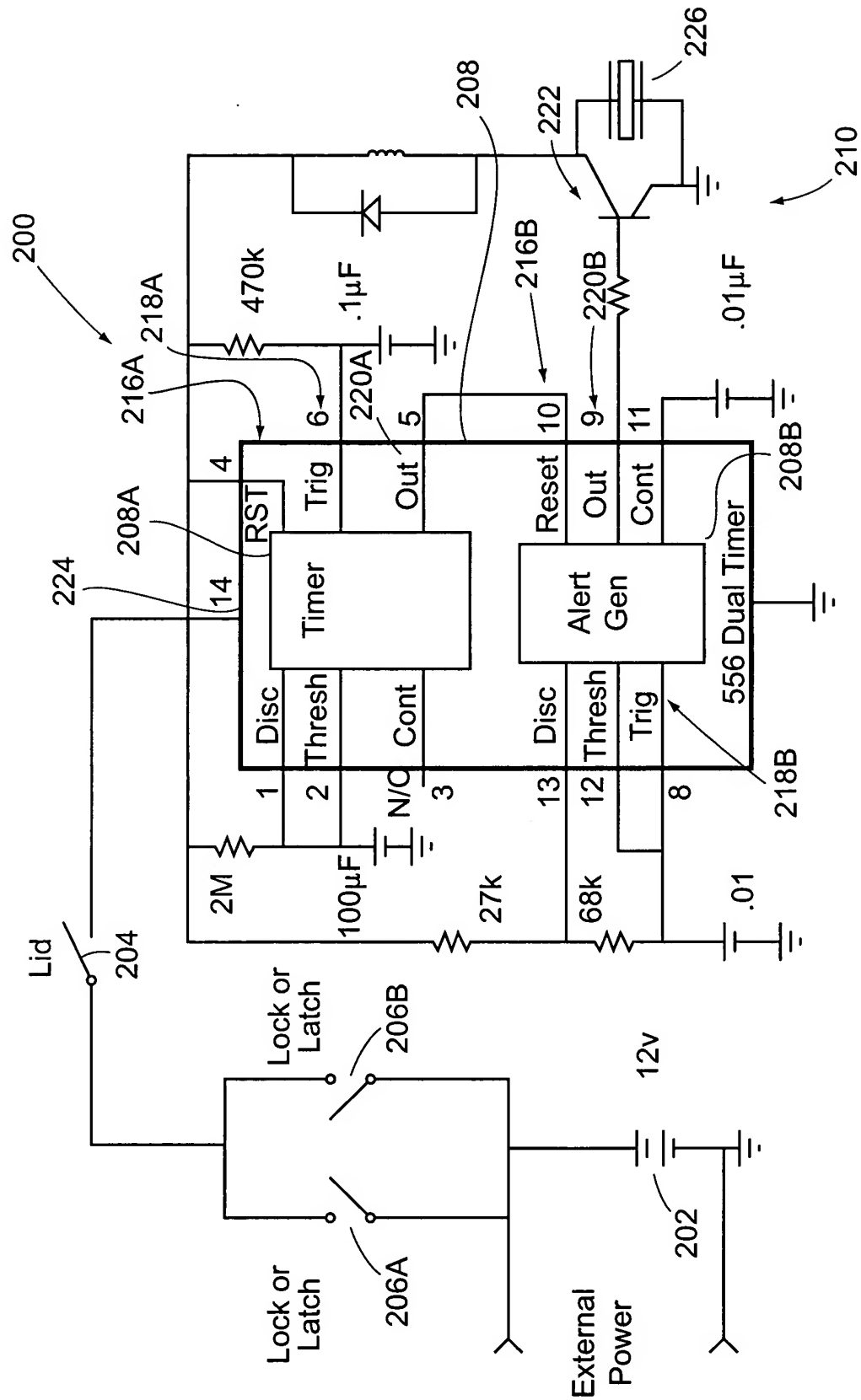


Figure 4



## Figure 5

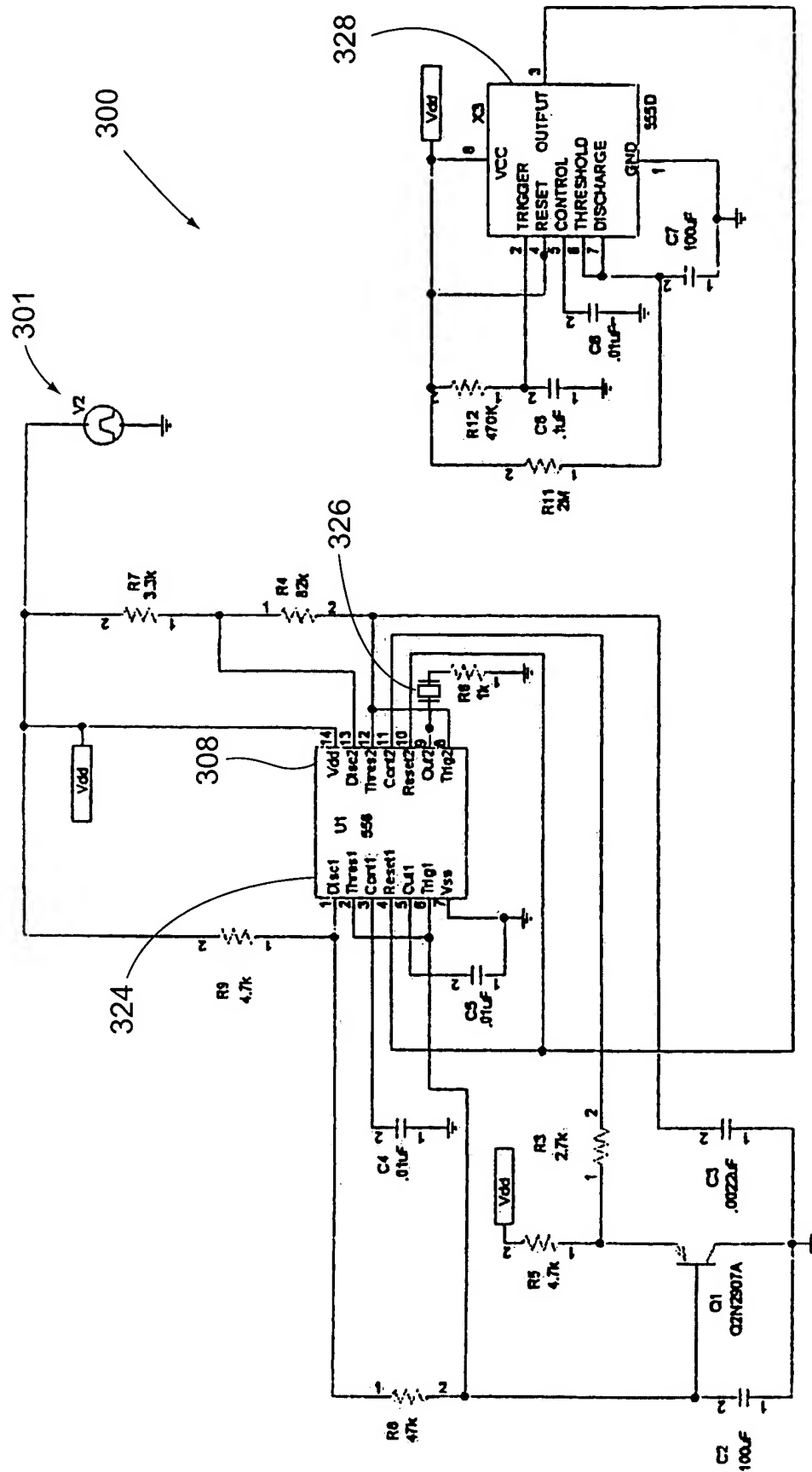
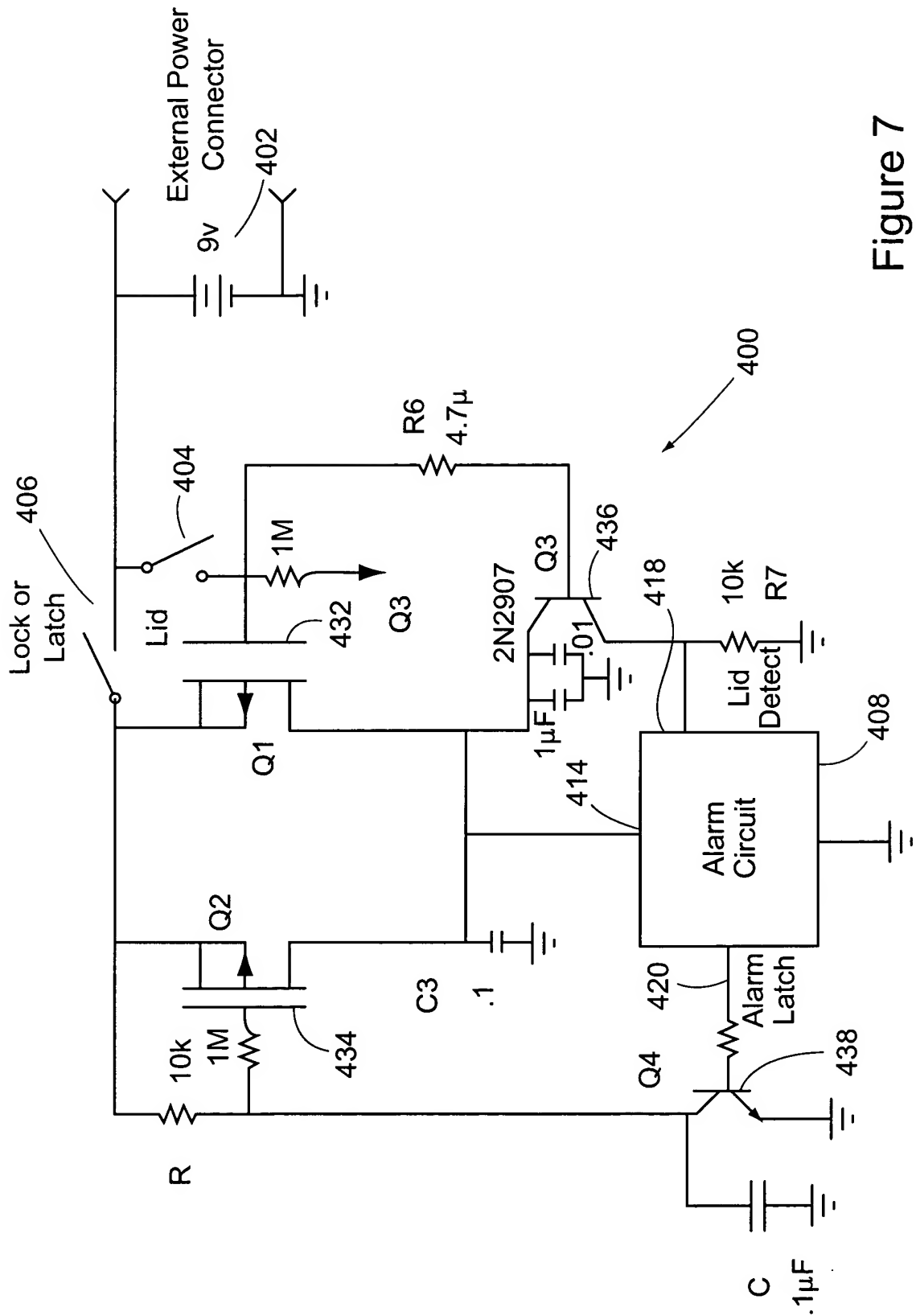


Figure 6



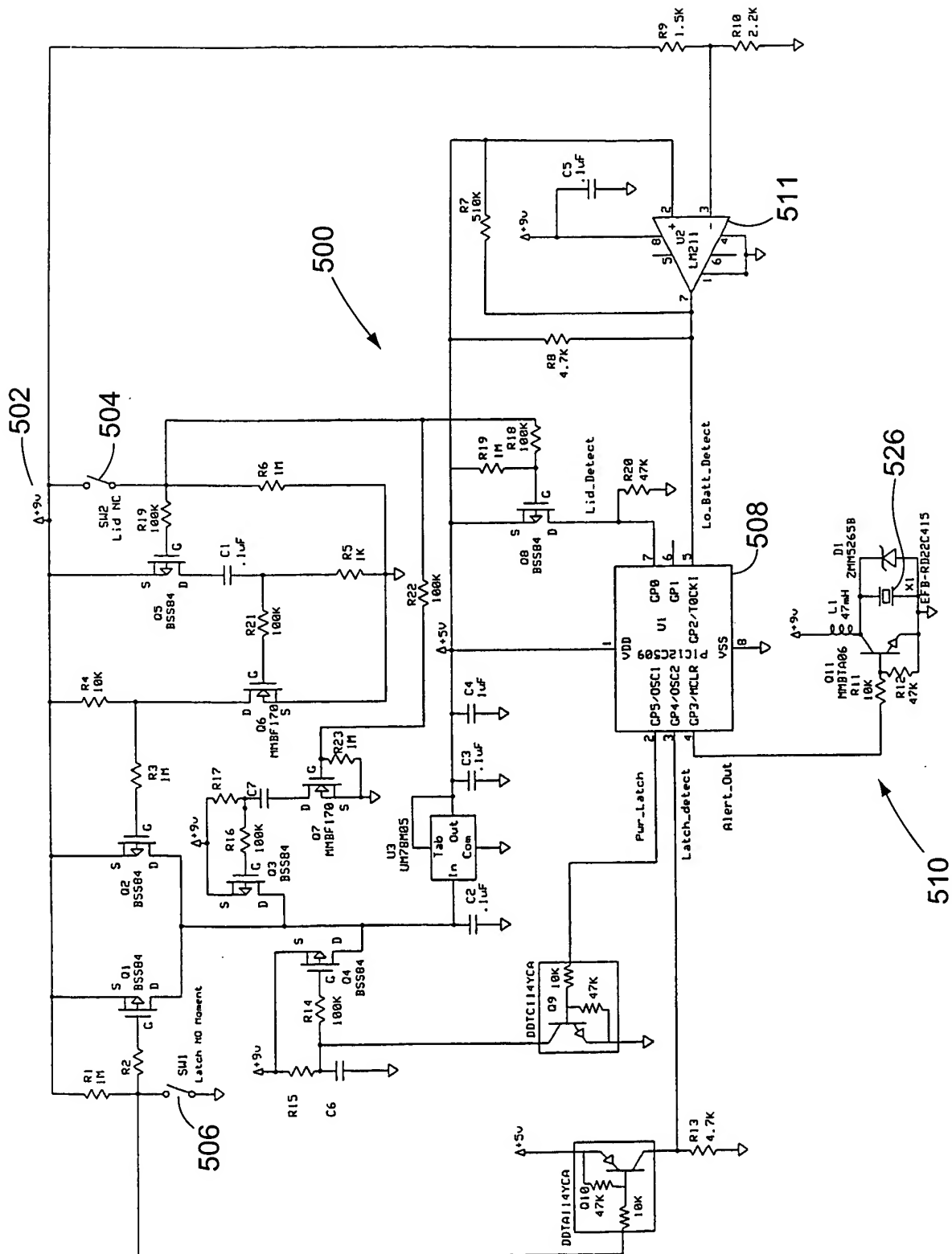


Figure 8

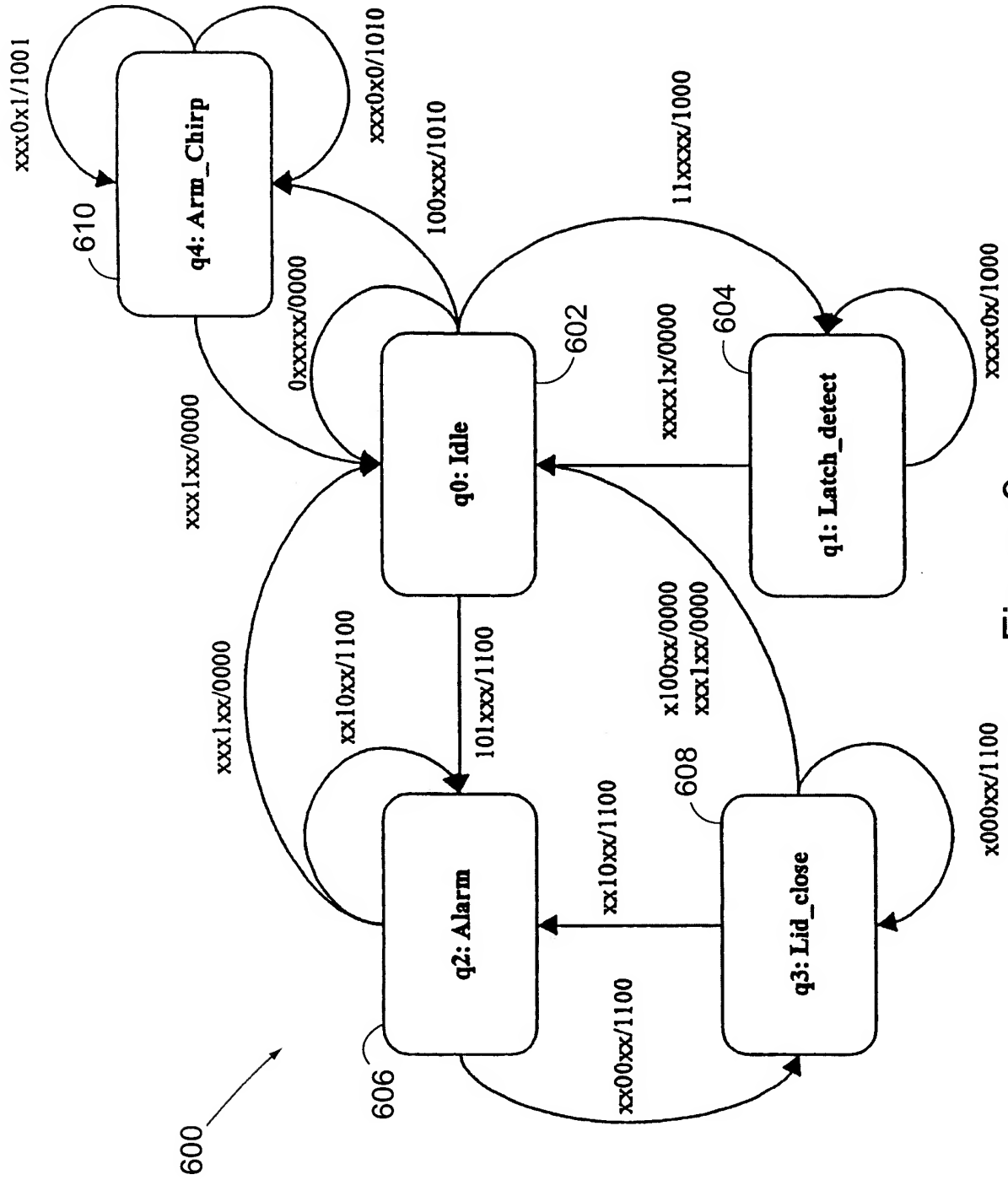


Figure 9



Current State q <sub>n</sub>	Inputs					Next State q <sub>n+1</sub>	Outputs				
	PWR	Latch_Det	Lid_Det	Alert_Timer	Latch_timer		Lo_Batt	Pwr_On	Alert	Chirp	Lo_Batt
q <sub>0</sub> Quiescent Power_Down	0	x	x	x	x	x	q <sub>0</sub>	0	0	0	0
	1	0	0	x	x	x	q <sub>4</sub>	1	0	1	0
	1	0	1	x	x	x	q <sub>2</sub>	1	1	0	0
	1	1	x	x	x	x	q <sub>1</sub>	1	0	0	0
q <sub>1</sub> Latch_detect	x	x	x	x	0	x	q <sub>1</sub>	1	0	0	0
	x	x	x	x	1	x	q <sub>0</sub>	0	0	0	0
q <sub>2</sub> Alarm	x	x	0	0	x	x	q <sub>3</sub>	1	1	0	0
	x	x	1	0	x	x	q <sub>2</sub>	1	1	0	0
	x	x	x	1	x	x	q <sub>0</sub>	0	0	0	0
q <sub>3</sub> Lid_close_Det	x	0	0	0	x	x	q <sub>3</sub>	1	1	0	0
	x	1	0	0	x	x	q <sub>0</sub>	0	0	0	0
	x	x	1	0	x	x	q <sub>2</sub>	1	1	0	0
	x	x	x	1	x	x	q <sub>0</sub>	0	0	0	0
q <sub>4</sub> Arming_Chirp											
	x	x	x	0	x	0	q <sub>4</sub>	1	0	1	0
	x	x	x	0	x	1	q <sub>4</sub>	1	0	0	1
	x	x	x	1	x	x	q <sub>0</sub>	0	0	0	0

Figure 10

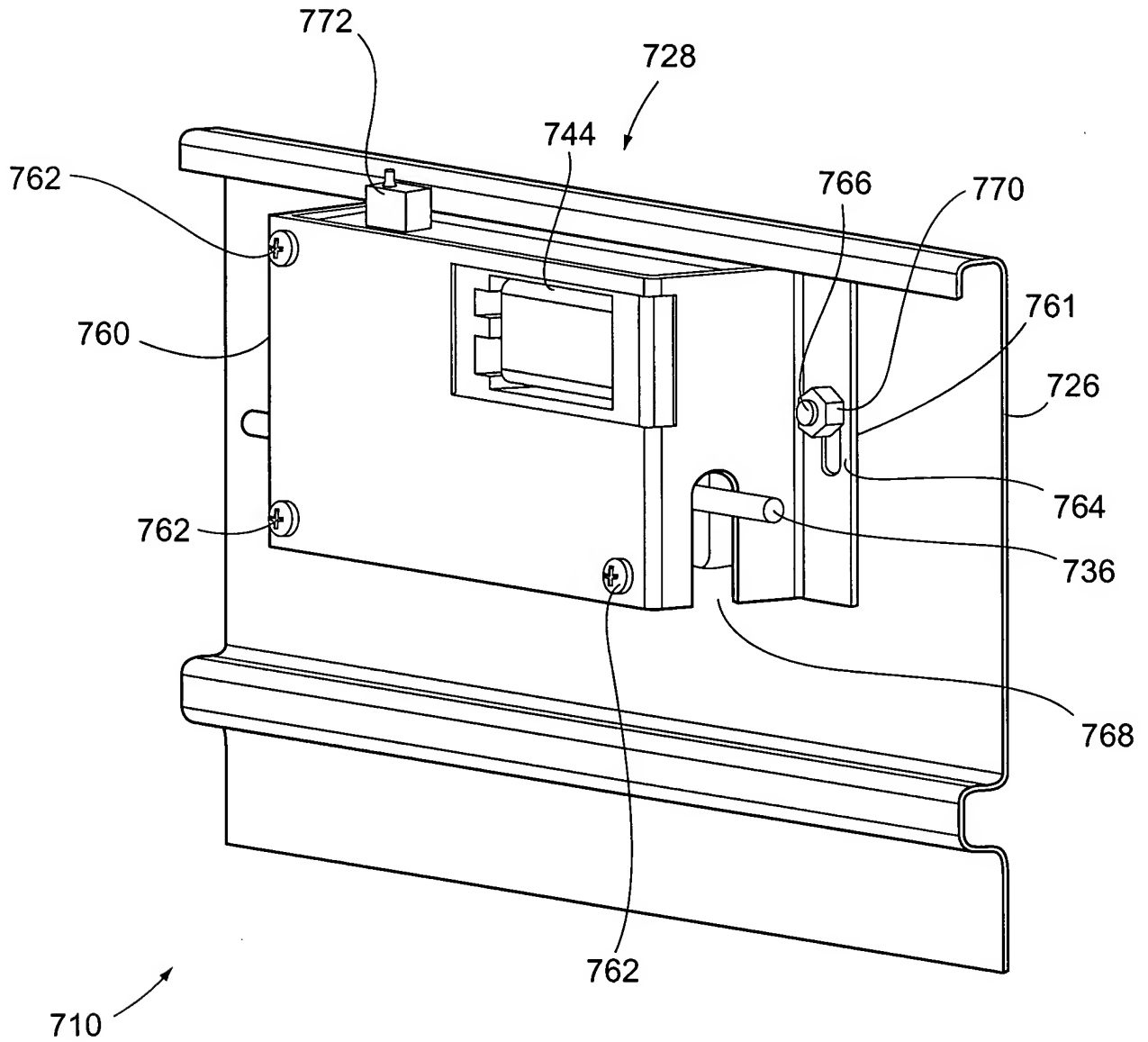


Figure 11